

KRUG

PRESENTS



The Adventures of **PETER WHEAT**

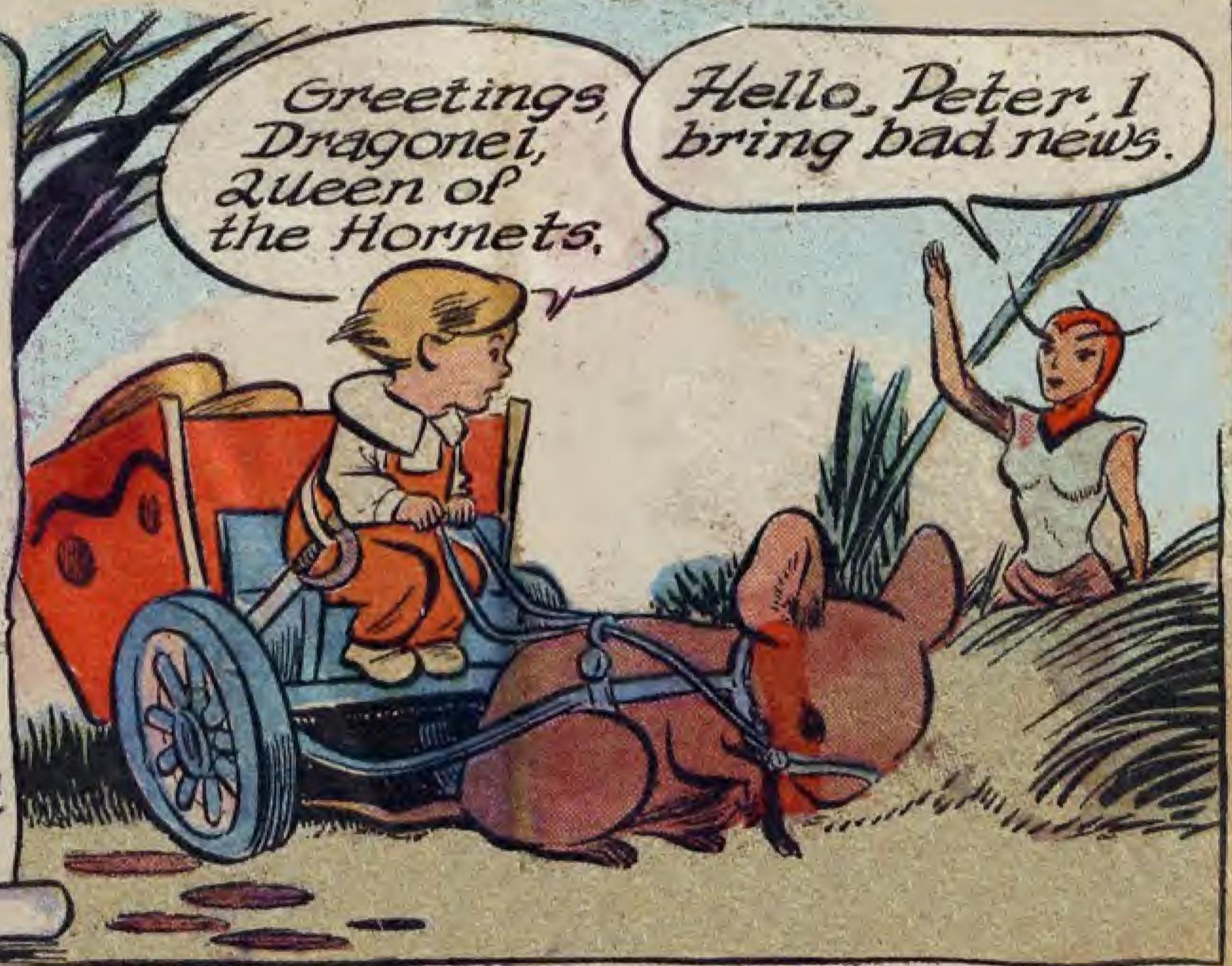
A ll has been peaceful in the Wheat fields and Woodlands for a long time ~~

T he Wizard has been quiet and the Hornet Queen has been very friendly ~~

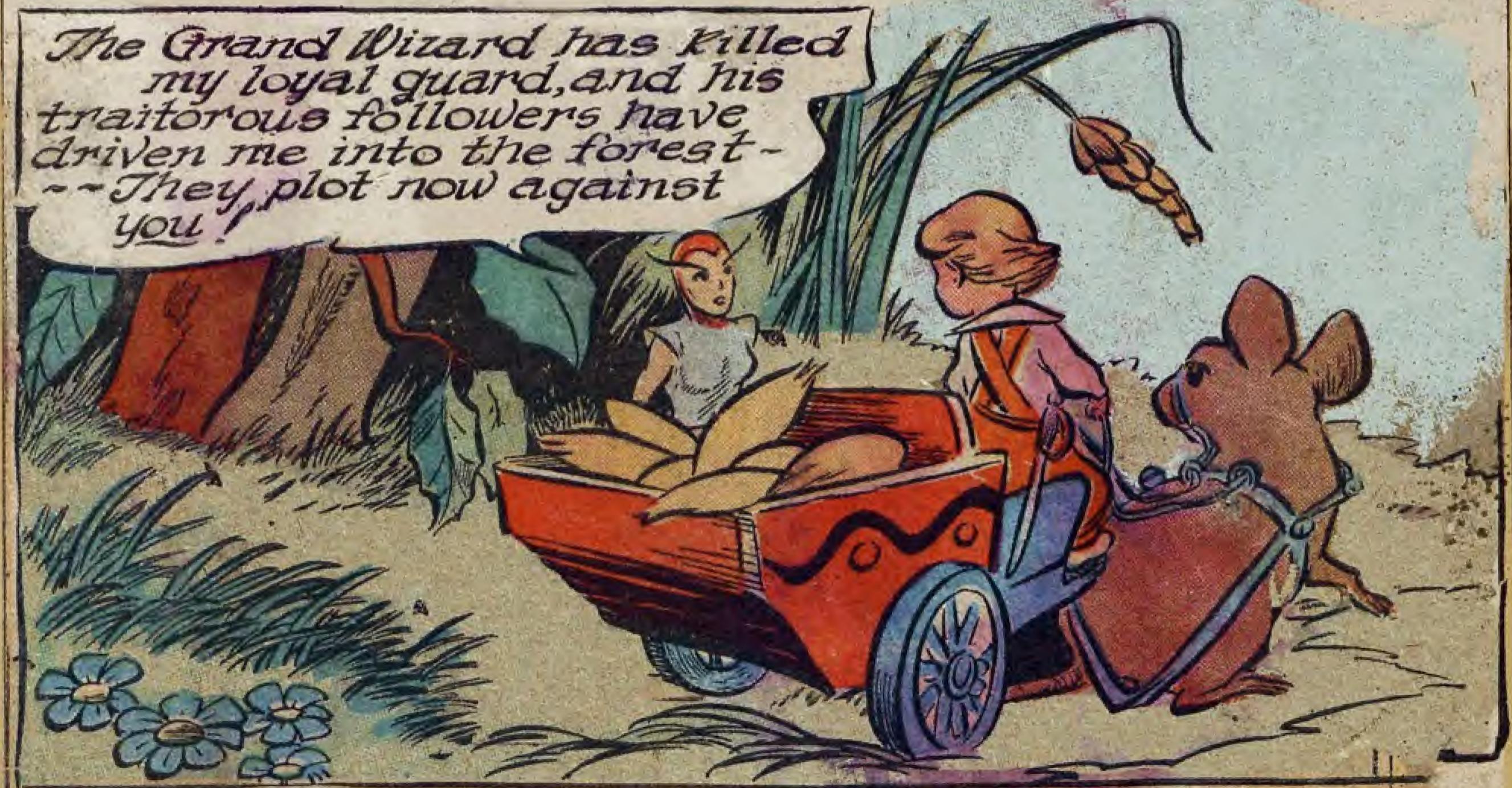
But one day when Peter is hauling a load of wheat, Dragoneel stops him.

Greetings, Dragoneel, Queen of the Hornets.

Hello, Peter. I bring bad news.



The Grand Wizard has killed my loyal guard, and his traitorous followers have driven me into the forest ~~ They plot now against you!



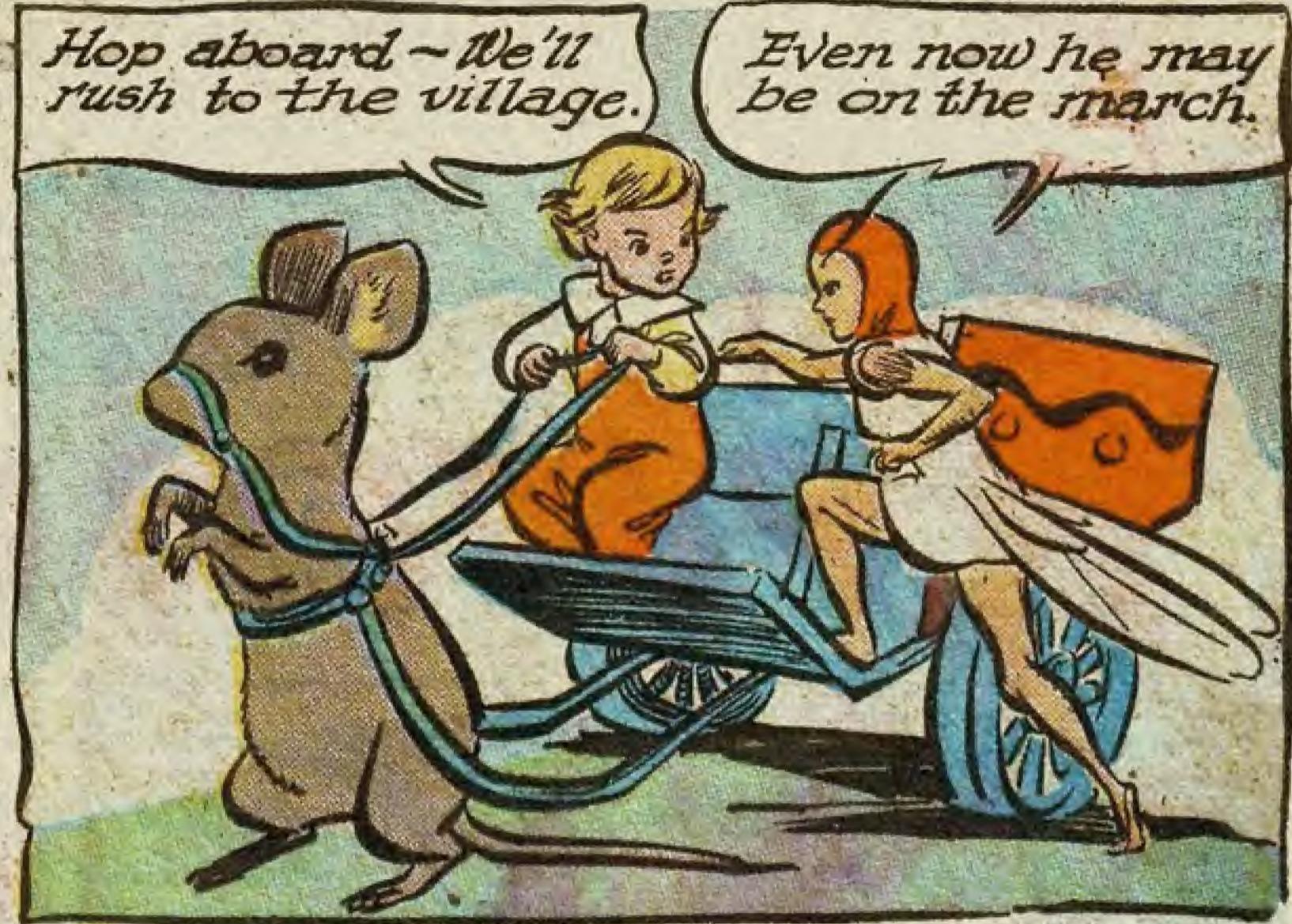
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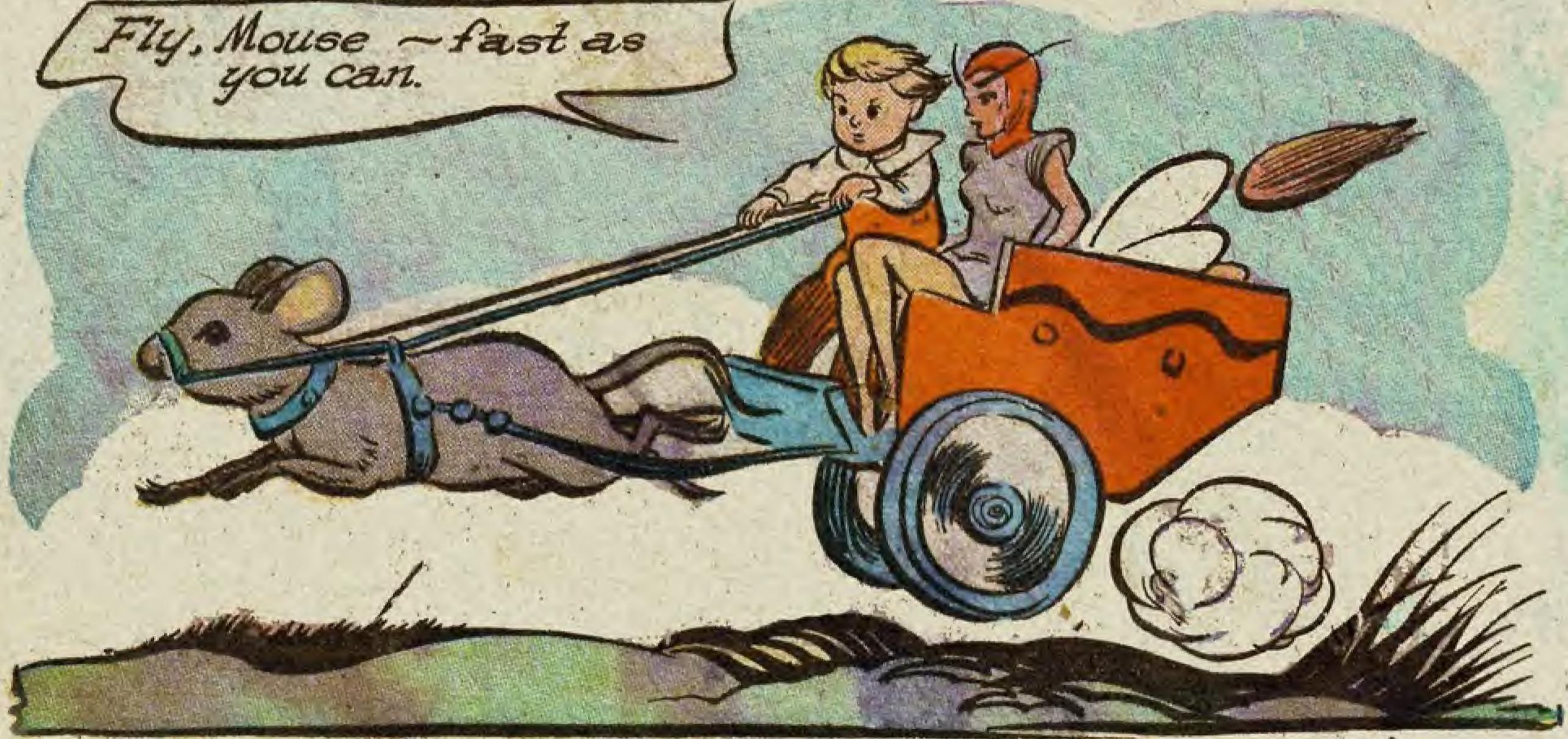
Then he's plotting
against the wheat
field again?

Hop aboard ~ We'll
rush to the village.

Even now he may
be on the march.



Fly, Mouse ~ fast as
you can.

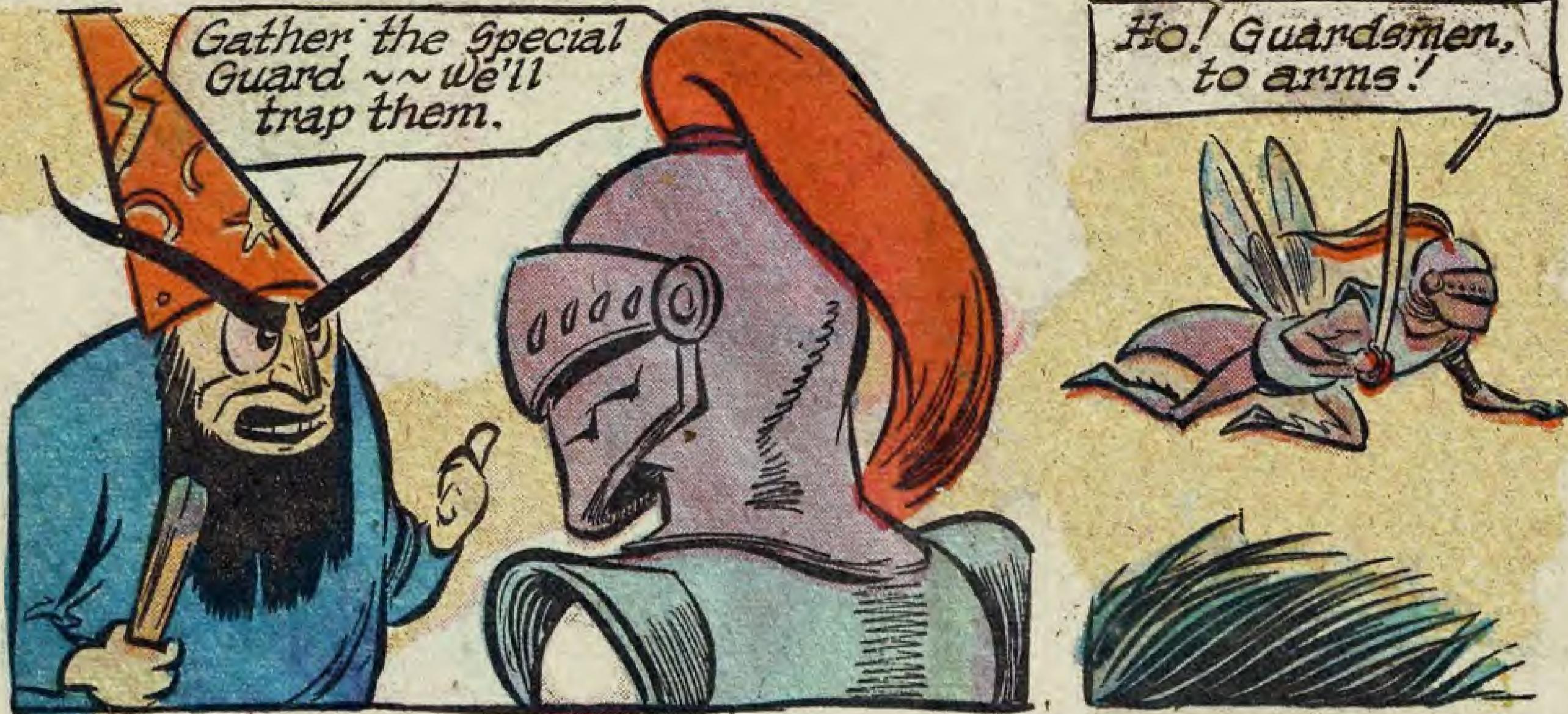


Behold! Dragonel has,
warned Peter Wheat!

They should
be stopped.

We may be in
time to set up
the defenses.





Fly straight through
the swamp and
head them off
as they round
the edge.

Needless to say,
capture them
if possible ~
but be
merciless.

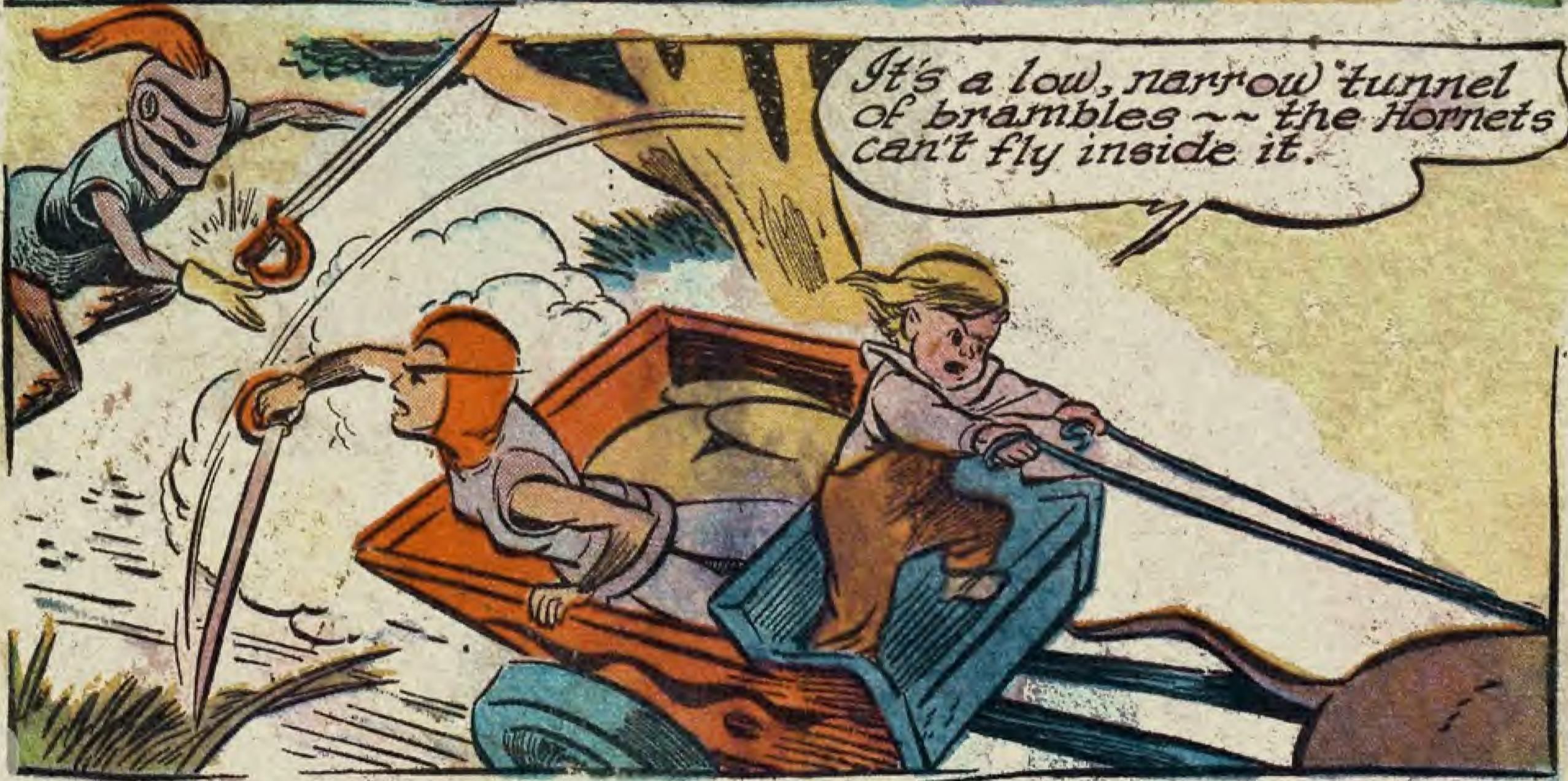


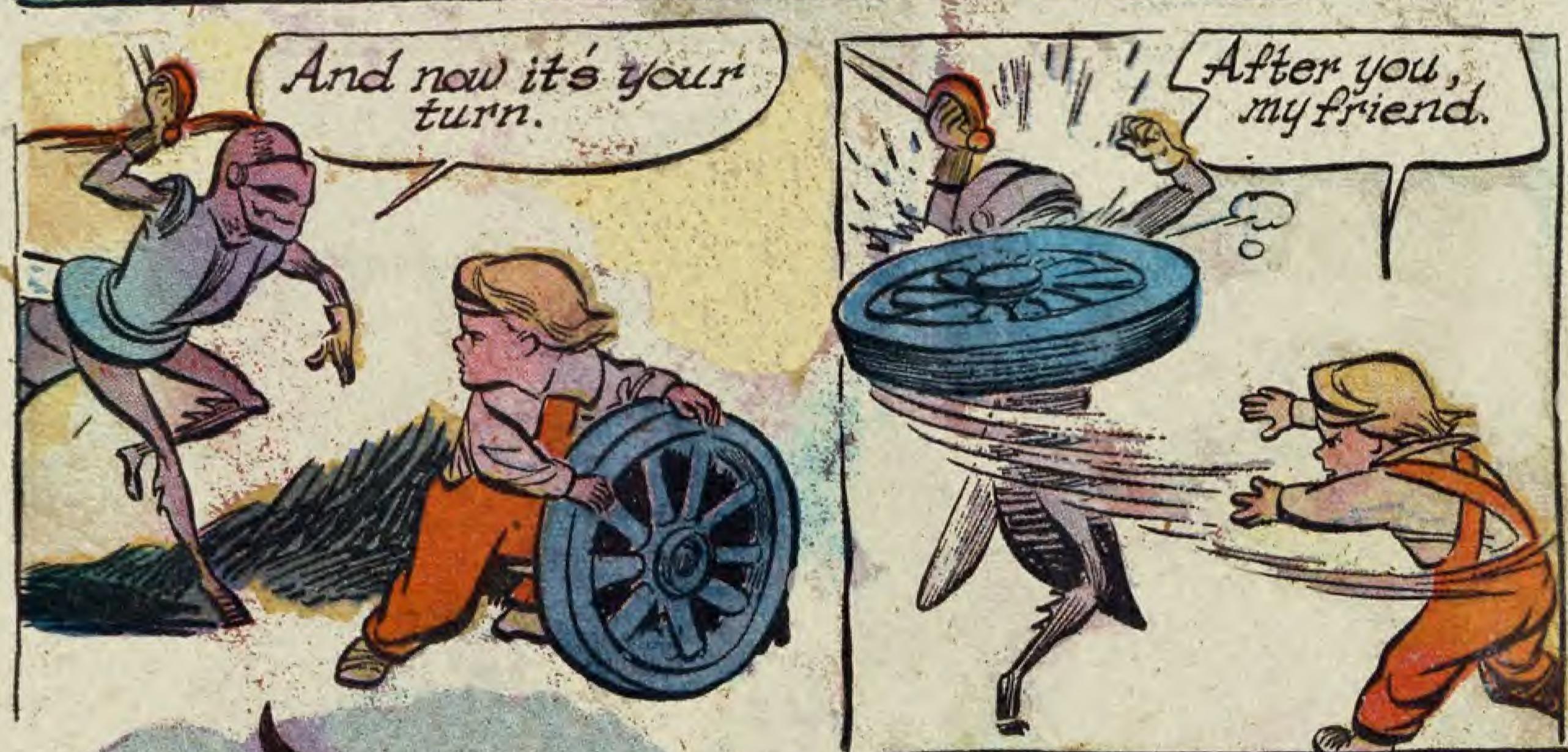
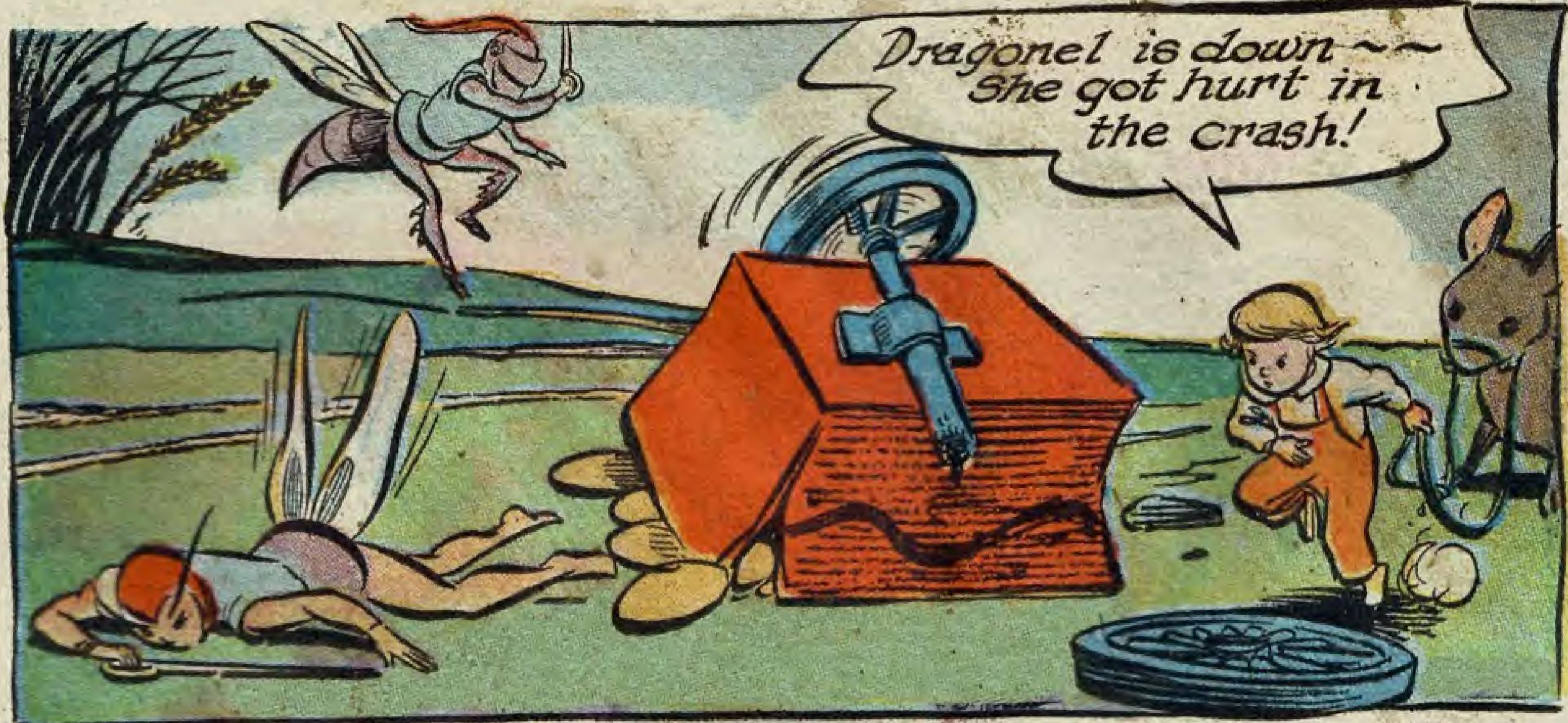
Hornets ~~~ on the warpath!
I'll run ahead of them-
out of sight.

And if they are
after Peter Wheat,
I can warn him.



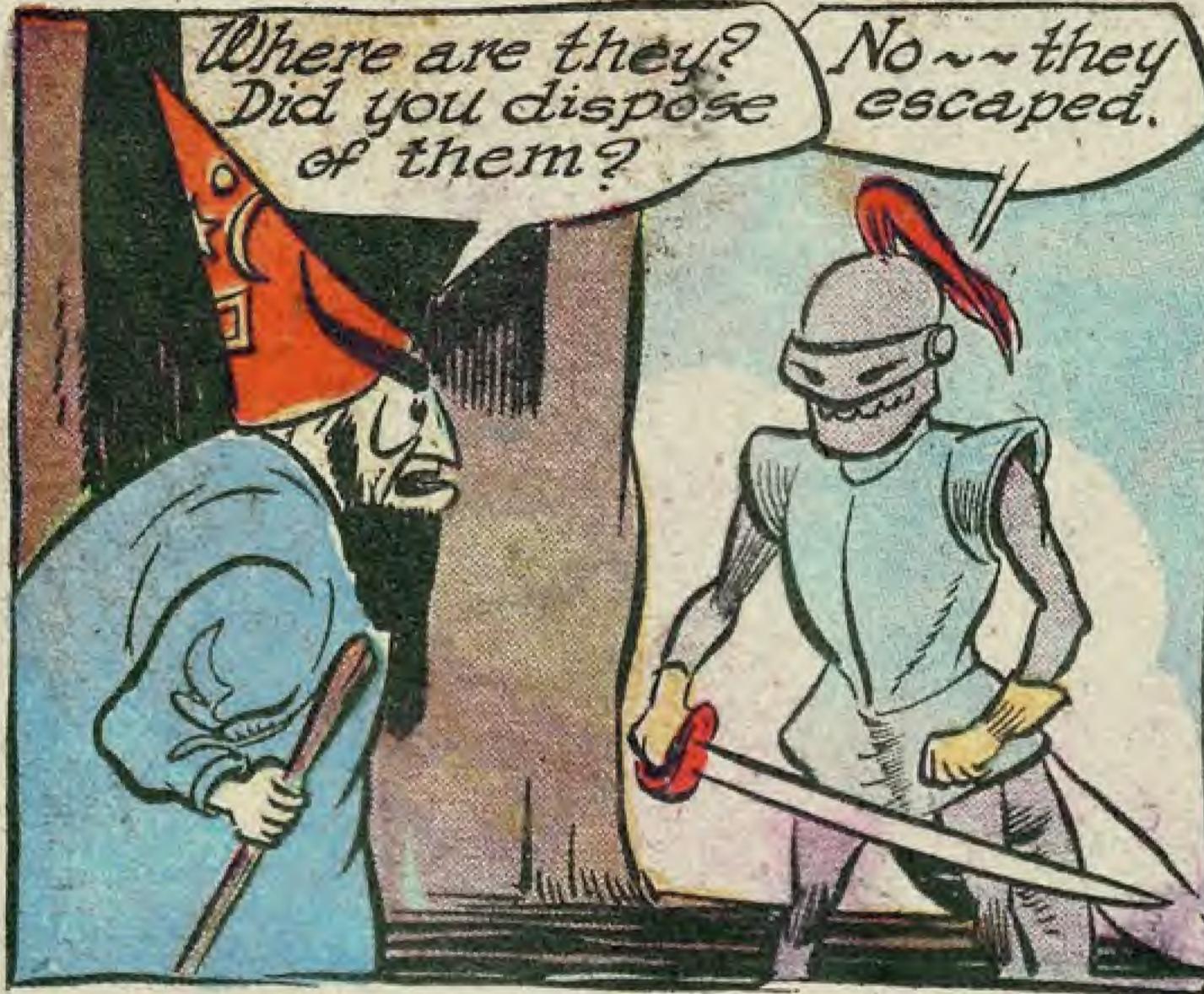




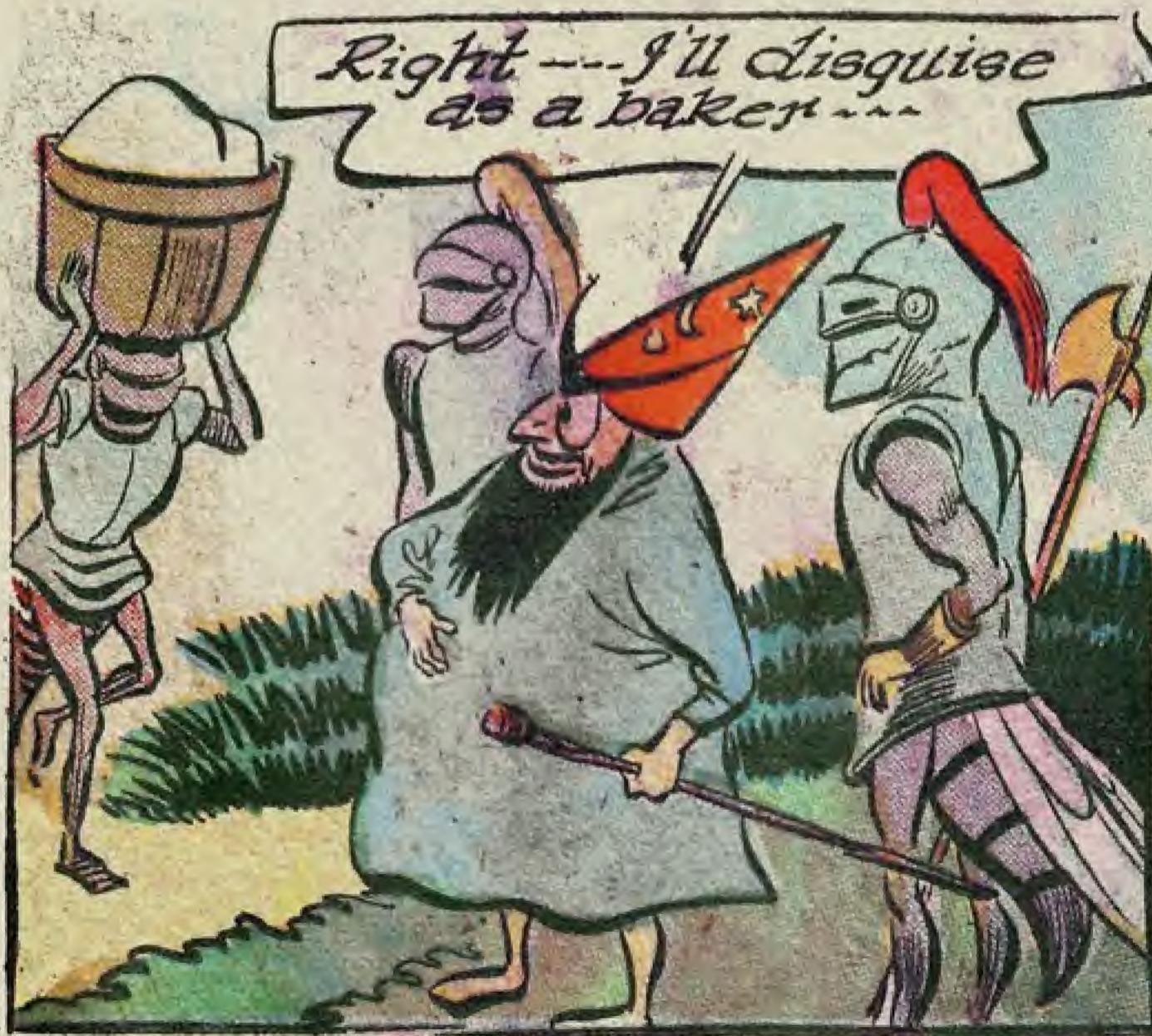






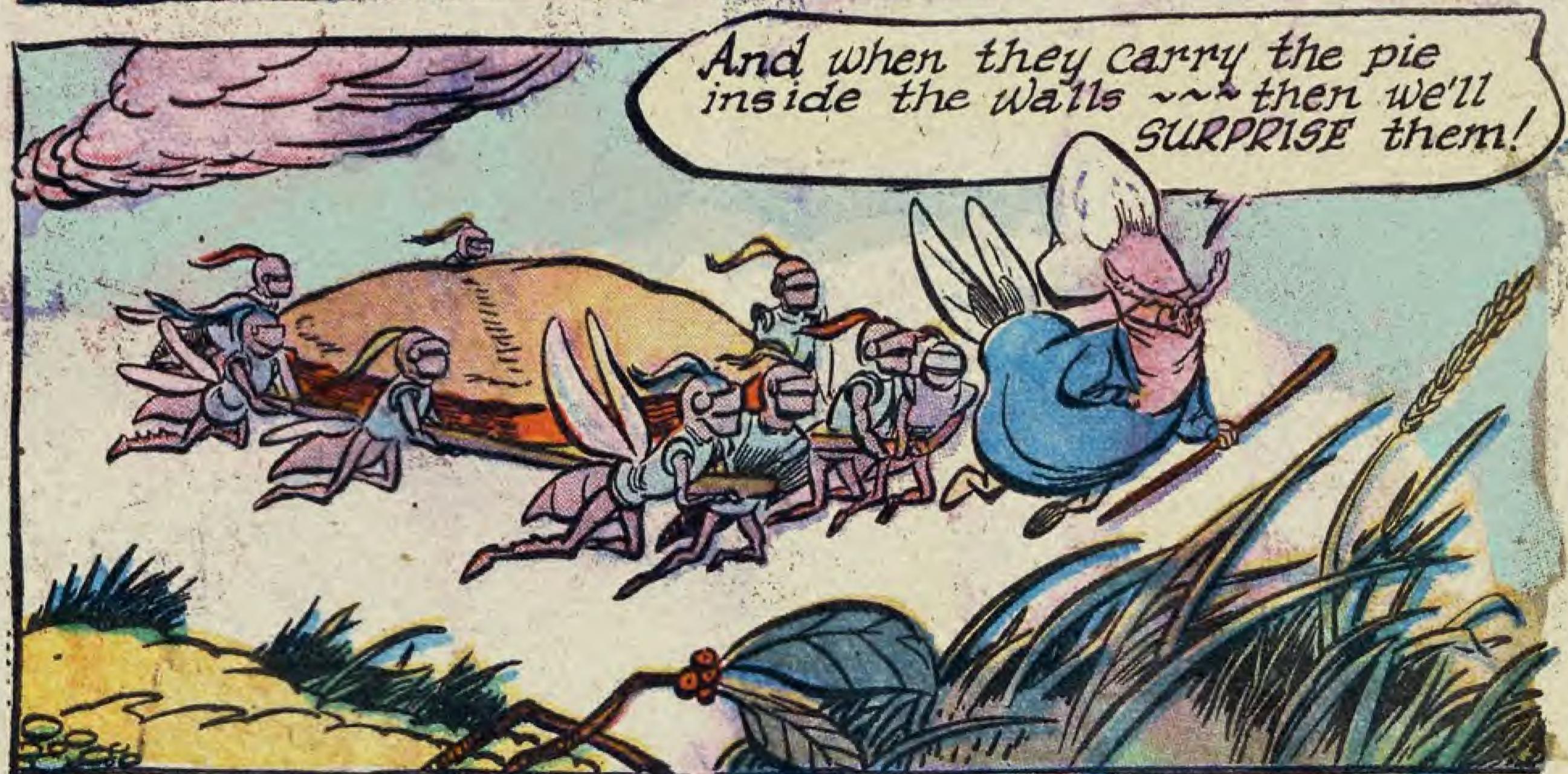
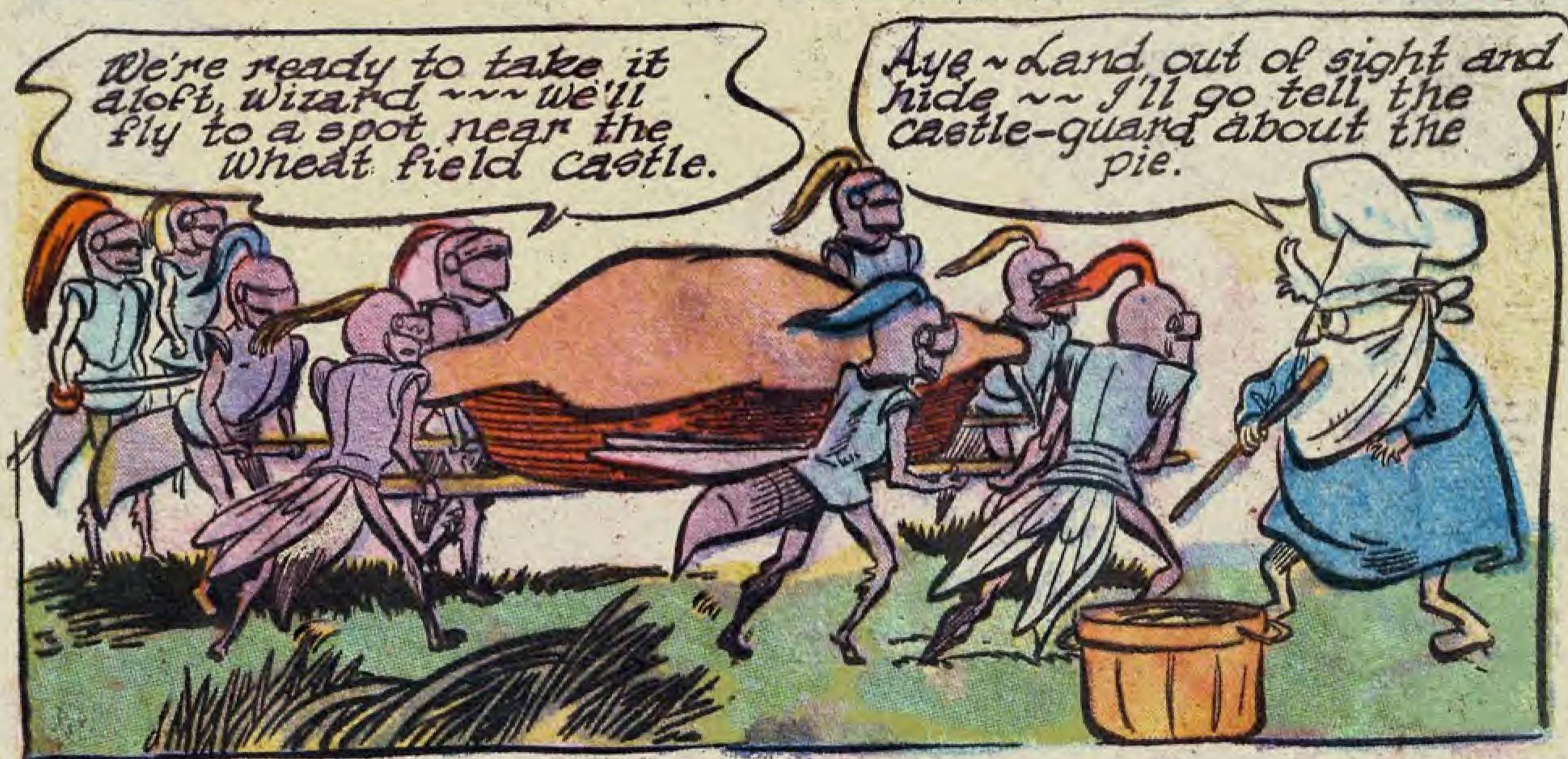


and then we
emerge when
we're inside
the palace?



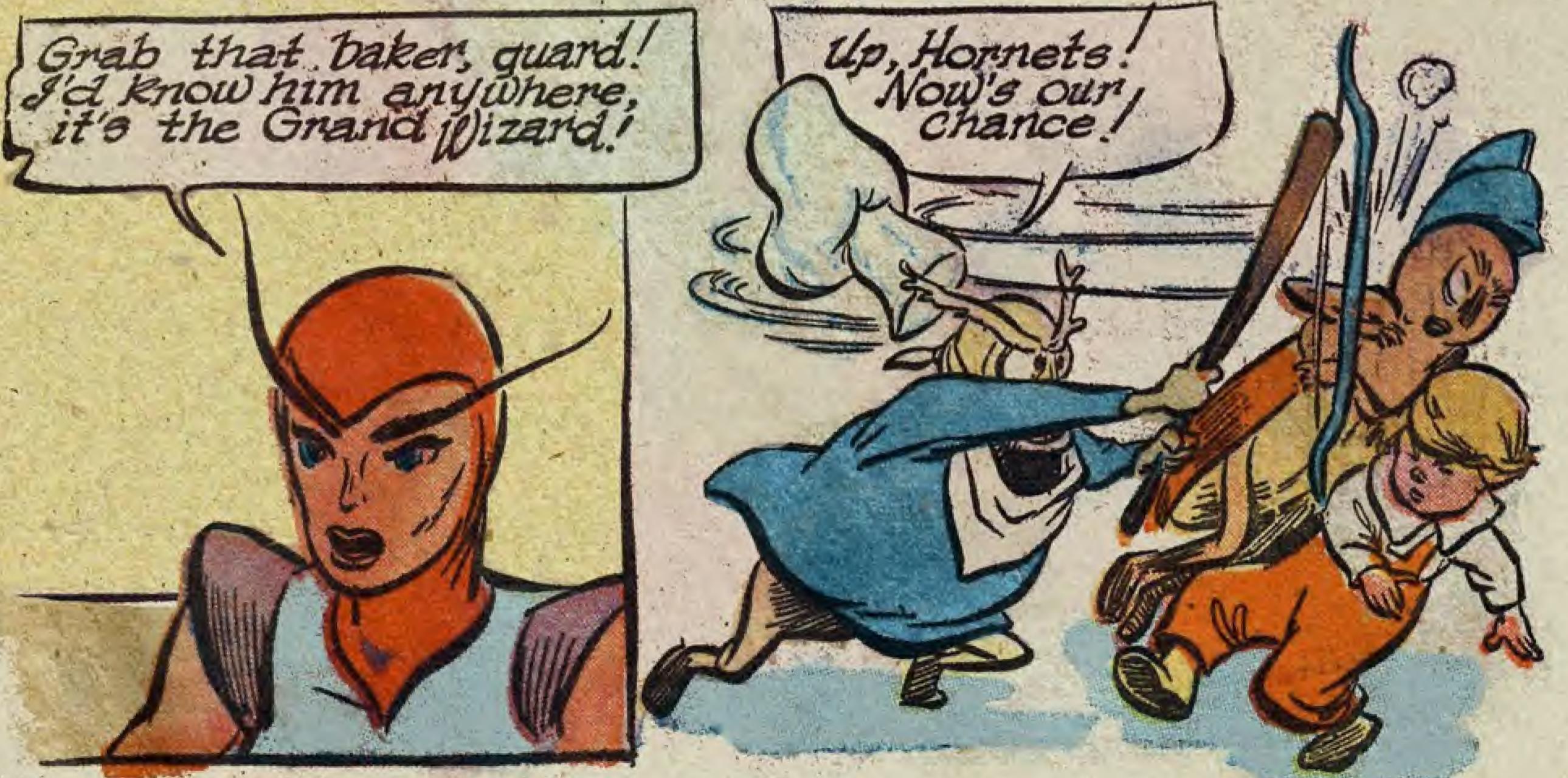
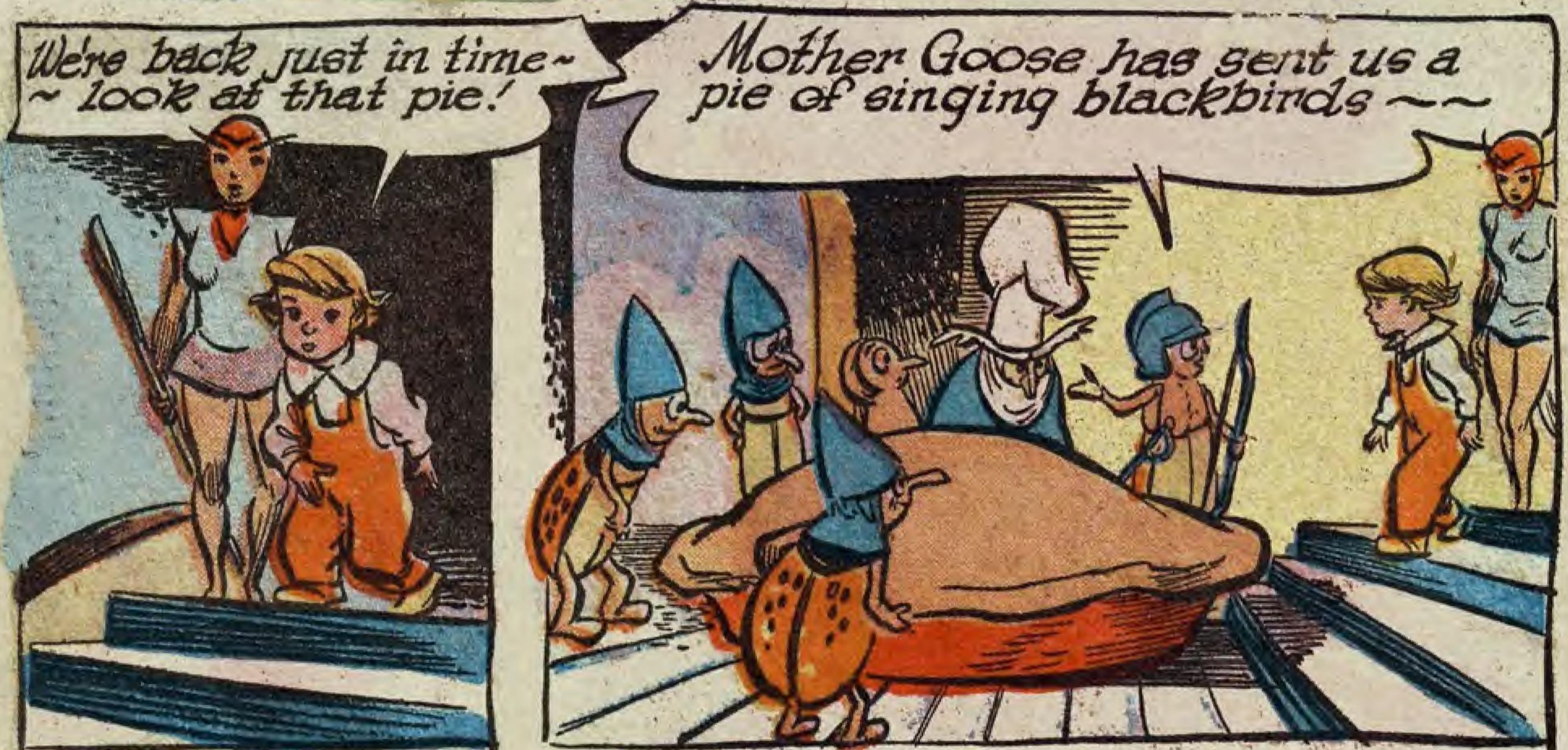


Inside, men ~ there's
no time to waste!

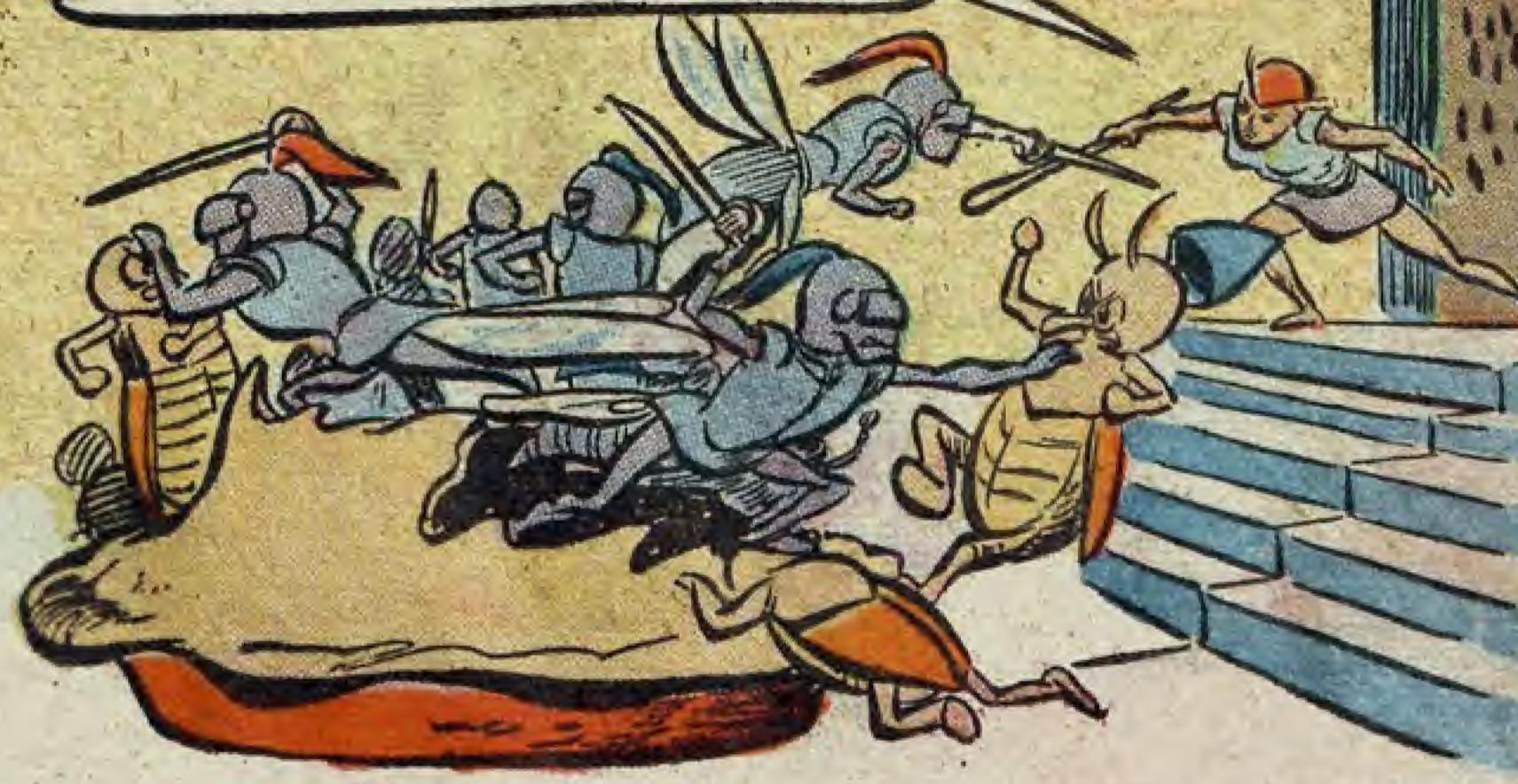






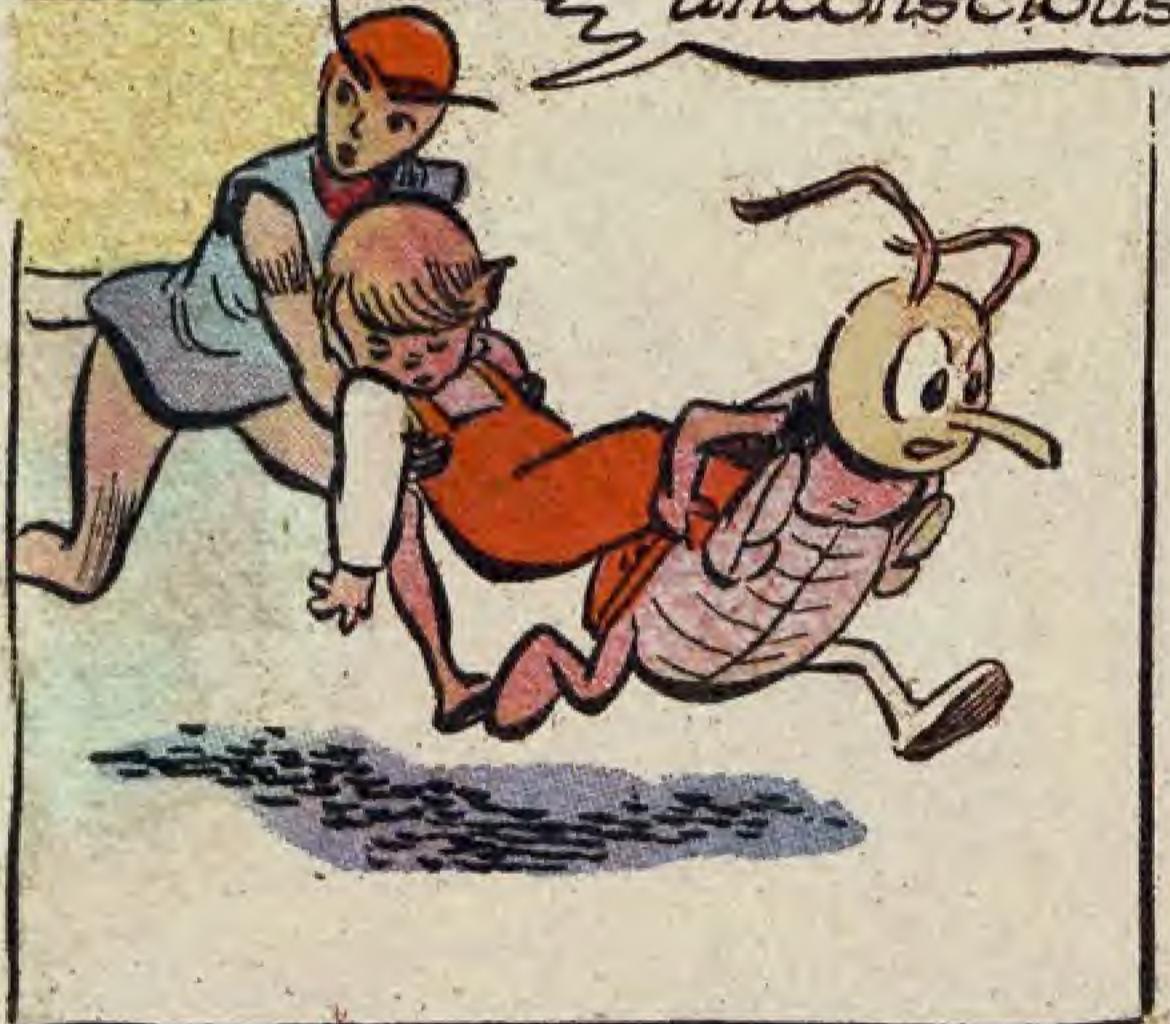


Retreat to the Armory ~ We cannot fight unarmed!

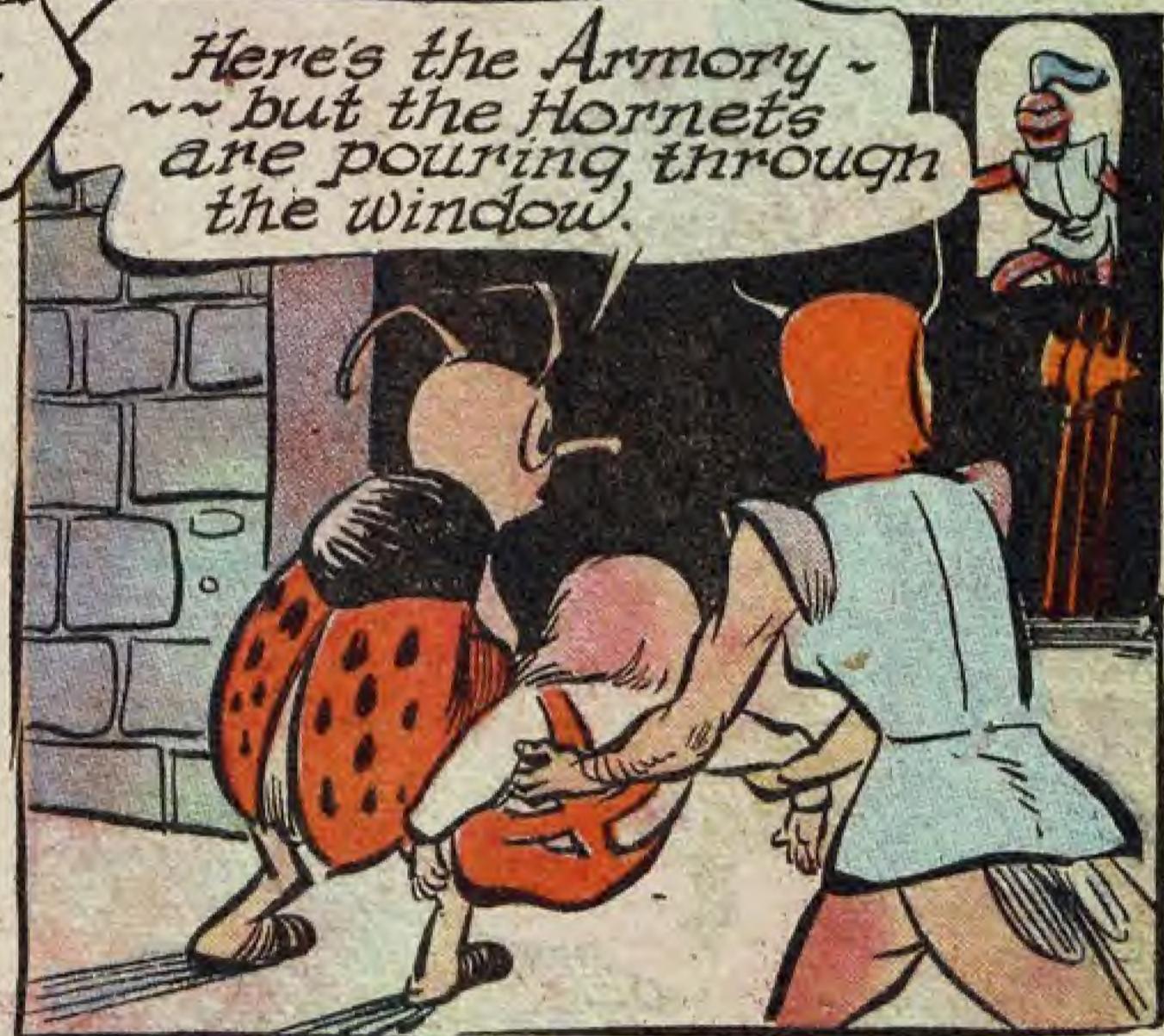


More Hornets are storming across the drawbridge!

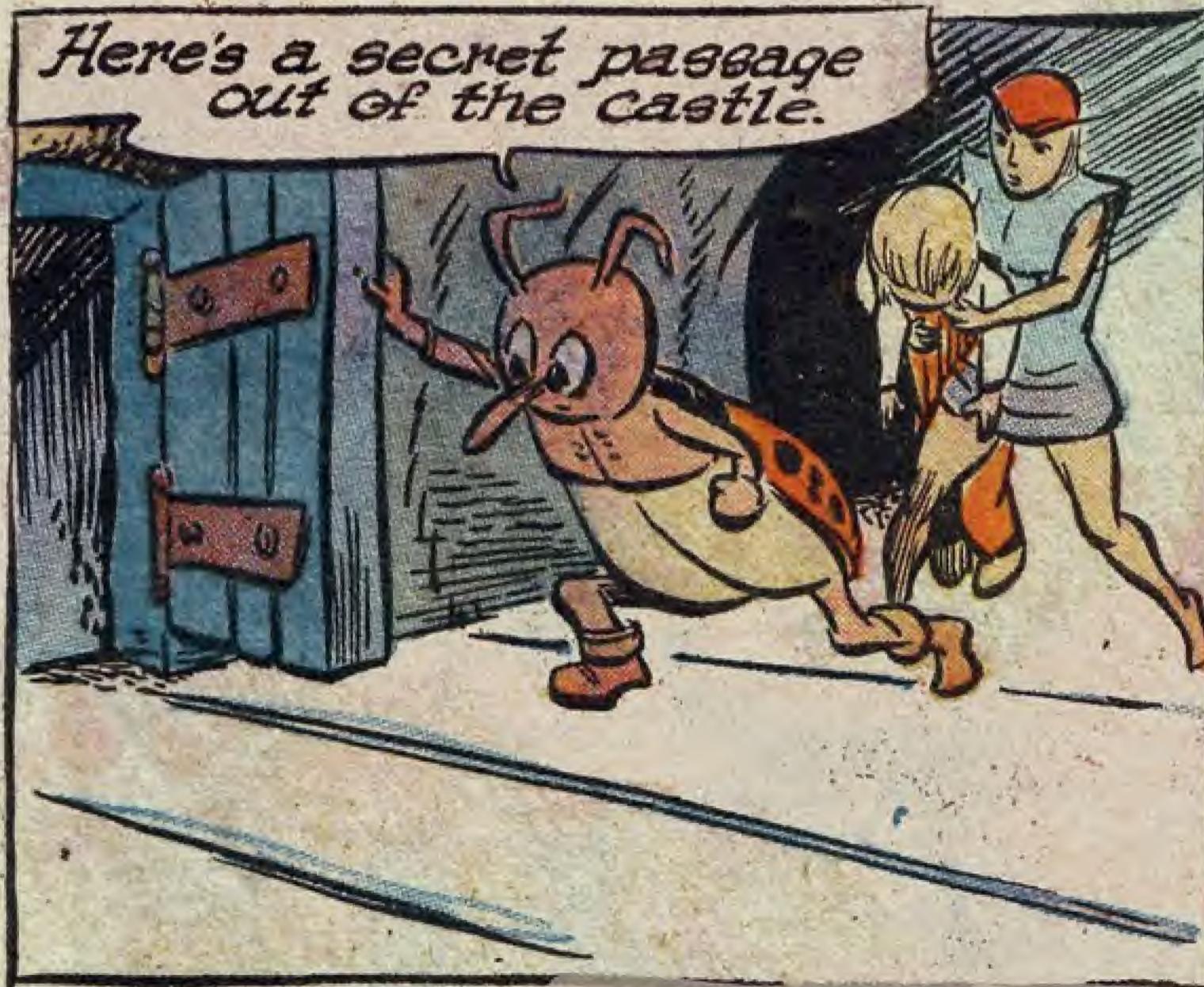
To the Armory ~ We need weapons - Peter is knocked unconscious.



Here's the Armory - but the Hornets are pouring through the window.



Here's a secret passage out of the castle.



I'll bar the door - but we must hurry to escape with Peter ~ they'll want his head.



